

track from said plurality of track elements during play of said plurality track elements.

19. (amended) The system of claim 18 allowing to dynamically change order of played track elements during play of said plurality track elements.
- 20 The system of claim 18 wherein said track database comprises at least one sequence of a plurality of track elements.
21. The system of claim 20 comprising means for loading said segment mixer with a sequence of said at least one sequence of a plurality of track elements.
22. The track elements of claim 18 wherein at least one of said track elements begins at the start of a beat, lasts a full number of beats and ends before the start of a next beat, whereby said track elements form building blocks enabling the creation of a track.
23. (amended) A method for consecutively playing track segments one immediately following the other during play comprising:
 - playing track segment according to preset instructions;
 - checking preset instructions for next track segment to play immediately following current playing track segment during play of said playing track segment;
 - modifying preset instructions for a track segment during play of said playing track segment;
 - changing track segment play order dynamically according to modified instructions during play of said playing track segment.
24. The method of claim 23 wherein said consecutively playing track segments are played one after the other with no gaps and no overlaps.

25. The method of claim 23 wherein an initial play order of said track segments is taken from a track database.
26. The method of claim 23 comprising means for playing track segments at the same BPM rate.
27. The track segments of claim 23, wherein at least one of said track segments begins at the start of a start of beat, lasts a full number of beats and ends before the start of a next beat, whereby said track segments form building blocks enabling the creation of a track.
28. The track segments of claim 27, wherein each said segment is marked by a number denoting the number of beats it contains, whereby said track segments form building blocks enabling the creation of a track and the beat mixing of track segments.
29. (amended) A method for representing a track, comprising:
- a plurality of track segments each consisting of a segment split from said represented track each containing time portion of said represented track;
- a default order of said track segments to be played consecutively one immediately following the other;
- whereby said track segments form building blocks enabling the creation of a track by placing said track segments in various orders consecutively and said default order of said track segments forms a default track.
30. The track segments of claim 29 wherein at least one of said track segments begins at the start of beat, lasts a full number of beats and ends before the start of a next beat, whereby said track segments form building blocks enabling the creation of a track.
31. The track segments of claim 30, wherein each said track segments is marked by a number denoting the number of beats it contains, whereby

said track segments form building blocks enabling the creation of a track and the beat mixing of track segments.

32. The track segments of claim 29 wherein said track segments are stored in a track database stored on a separate media than said represented track.

33. The track segments of claim 29 wherein said track segments are stored in a track database stored on the same media of said represented track.

34. (amended) A system comprising:

a track database comprising data of a plurality of track segments;

a master segment player to sequentially play a plurality of track segments one segment at a time to create a master track from said data during play allowing to dynamically change order of played track segments during play of said plurality track segments;

at least one slave segment player each to sequentially play a plurality of track segments one segment at a time to create a slave track from said data during play allowing to dynamically change order of played track segments during play of said plurality track segments; and

a coupling means to combine said master track and said at least one slave track during play of said master track and said at least one slave track.

35. The system of claim 34 wherein at least one track segment played by said at least one slave segment mixer has a different BPM rate to a track segment simultaneously played by said master segment mixer.

36. The system of claim 35, wherein at least one said slave segment mixer plays at least two track segments having different BPM rates.

37. The system of claim 35, wherein said slave segment mixer initiates playing in accordance to closest beat start of said master segment mixer